

SKSD2

Develop and communicate design ideas for textiles and materials



Overview

This standard is for those who explore and record the development of design ideas for textiles and materials, involving thinking, drawing and working with materials, equipment and technology, who are involved in developing ideas for a particular part of a project, who meet design objectives, and work under supervision.

The job role will involve:

1. Experimenting to develop creative possibilities.
2. Pushing forward early ideas by experimenting with a variety of textiles and materials, processes and technology.
3. Using own ideas and those suggested by others.
4. Using a variety of equipment and technology depending on the textiles, materials and realisation processes and trying unusual combinations where possible.
5. Checking that ideas meet the brief by testing the suitability of the materials, realisation processes, equipment and technology.
6. Producing samples, test pieces or models.
7. Investigating different media and drawing methods as a tool for developing ideas.
8. Finding interesting and suitable ways of communicating the development of design ideas.
9. Checking ideas with others and against the design brief.

SKSD2

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Performance criteria

- You must be able to:*
- P1 explore and develop design ideas using suitable materials, processes and technology
 - P2 explore and communicate design ideas using appropriate visual media

SKSD2

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Knowledge and understanding

You need to know and understand:

Key areas of knowledge and understanding

- K1 how to explore and use a range of textiles and/or materials, processes and technology
- K2 how to evaluate/test the performance of textiles and/or materials, processes and relevant technology to meet client brief
- K3 design processes
- K4 properties and characteristics of textiles and materials, how they can be used, and the available forms
- K5 techniques and processes used to develop and realise designs
- K6 how to communicate design ideas to non-designers
- K7 drawing techniques and visual media

Regulations, rules and guidelines

You need to know and understand:

- K8 the organisation's rules, codes, guidelines and standards
- K9 regulations, environmental and health & safety considerations in the use of materials, processes and technology
- K10 meeting any requirements and procedures relating to health & safety in the use of materials, processes and technology
- K11 health & safety of self and others
- K12 fair trade and ethical standards
- K13 environmental standards

SKSD2

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Additional Information

Scope/range

The skills and techniques

1. exploring the potential and limitations of textiles, materials, processes and technology in developing design ideas
2. comparing and selecting combinations of materials, processes and technology
3. reviewing the development of own ideas and thinking against the client brief
4. showing development and creativity in the use of materials, processes and technology
5. using visual media to communicate information and ideas to others
6. using drawing as an investigative tool and to develop ideas
7. investigating and recording the development of alternative design ideas
8. using visual media to reveal the expressing use of formal elements in design developments
9. using appropriate terms to comment on ideas and use of formal elements

Workplace skills

10. understanding the nature of the business and own place in it
11. communicate effectively with colleagues and customers
12. comply with written instructions
13. record and present information in a way that helps to agree an approach to the project
14. complete forms, reports and other documentation
15. keep accurate records
16. make effective use of ICT (information communication technology)
17. carry out calculations

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Suite Textiles & Material Design

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